



## ABSTRACT

A game executing method for making a computer device execute a given game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group including a plurality of characters movable in the game space. The method includes setting a plurality of sample points in the game space; calculating a position of each character at a time that each character has maintained a current moving condition for a predetermined time period; calculating an arrival time needed for each character to arrive at each set sample point from the calculated position as a starting point; calculating the power distribution of the character group based on the calculated arrival time of each character to each sample point; and outputting a geographical power state of the game space based on the calculated power distribution according to a predetermined output method.